

# The Rules

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## Winning point

The players have 3 goals that they must achieve in the order mentioned below to win the game:

1. Players must obtain all the keycards by defeating the guards holding them.
2. After having all the keycards, the players must enter the Vault and defeat all the guards inside there.
3. After defeating all the guards in the Vault, all the players must get to the Rooftop. By doing so they have successfully won the game.

## How to play

### Start of the game

Depending on the number of players, follow one setup mentioned below.

#### 1 Player mode

To start the game, player follows these rules:

1. Use a **Board Randomizer** card (or the application) and set up the room tiles and the walls between them as illustrated.
2. Put **3 guards in Vault** and **2 guards in Security Room**.
3. Use a **Guard Randomizer – 15** card (or the application) and set up the 14 normal guards and the **1 keycard guard** as mentioned.
4. Grab **5 HP**.
5. Grab **3 Explosive** and **3 Disruptive** bullets.
6. Shuffle the Event Cards and Skill Cards and put them next to the gameboard with their back facing top.
7. Grab **1 Skill Card** of your choice.
8. Grab **3 Skill Cards**.
  - a. You can **re-pick** one skill card before you start the game. For doing so, you must put your card aside and grab another Skill Card from the top of stack of cards and then put your previous skill card back in the pile of cards.
9. Choose a player piece and put it on Entrance.

#### 2 Player mode

To start the game, players follow these rules:

1. Use a **Board Randomizer** card (or the application) and set up the room tiles and the walls between them as illustrated.
2. Put **3 guards in Vault** and **2 guards in Security Room**.
3. Use a **Guard Randomizer – 15** card (or the application) and set up the 13 normal guards as the **2 keycard guards** as mentioned.
4. Each player grabs **5 HP**.
5. Each player grabs **3 Explosive** and **3 Disruptive** bullets.
6. Shuffle the Event Cards and Skill Cards and put them next to the gameboard with their back facing top.
7. Each player grabs **3 Skill Cards**.
  - a. Each player can **re-pick** one skill card before they start the game. For doing so, players put their card aside, and grab another Skill Card from the top of stack of cards and then put their previous skill card back in the pile of cards.
8. Each player chooses a player piece and puts it on Entrance.
9. Players throw a dice and the one with higher number starts the game.

### 3-4 Player mode

To start the game, player follows the same rules as 2 player mode, with 2 differences:

1. Instead of having 15 guards, players use the application to randomize **20 guards and 4 keycard guards** into the game.
2. Only **one of the players** is allowed to **re-pick** one skill card. It is up to all the players to decide which player is allowed to use this ability.

### Things to know before playing

Before players start the game, there are a few definitions and information that are worth knowing.

#### Skill Cards

Skill Cards that are held by players, indicate special powers each player has throughout the game. It is wise to know what skills other players have, so you can cooperate better together to overcome the enemies and win the game.

These cards are divided into **Active** and **Passive** skill cards. Active skill cards cost an Action (explained below) to be used and usually have a limited number of uses. Passive skills are always activated and change some game rules throughout the game for the player holding them. For more information on what your skill cards can do, refer to the cards.

#### Bullets

Bullets are used for combat during the game. There are two types of bullets:

1. Exploding bullets:
  - a. When used, these bullets destroy the guards. The body of the destroyed guards will remain in the room.
2. Disruptive bullets:
  - a. When used, these bullets shut down the guard for 3 rounds. After the 3 rounds are over, the guard will get back up.
  - b. When a guard is shut down, their body will remain in the room.

Depending on the bullet used, there will be consequences that will be explained later in the "Game's Turn" section.

#### Safe Rooms

Safe rooms are rooms that guards will never get to. These rooms are Entrance, Garden and Rooftop.

#### Randomization

To move guards around on the board in case of disaster cards or randomizing guards from Security Room (explained below), players must use Guard Randomizer Cards (or the application). To do so, follow these steps:

1. Pick a Guard Randomizer – 15 Card.
2. Move one guard from the source room (Either the room affected by disaster or Security Guard depending on why you are using Randomization) to the first room mentioned on the Guard Randomizer Card.
3. Move another guard from the source room to the second room mentioned on the Guard Randomizer Card.
4. Repeat this pattern until there are no more guards left in the source room.
5. Anytime a room was inaccessible, move to the next room.

6. In case you ran out of rooms on the Guard Randomizer card and still had guards left in the source room, pick another Guard Randomizer – 15 card and repeat the same steps.

### Raising Alarm

Whenever an Alarm is Raised, spawn 2 guards in Security Room. If Security Room is full, ignore this action. A room is considered full when there are 8 guards in it.

### Player Actions

The first things players will need while playing the game is performing actions. Actions are any act the players do while playing the game. Each player must do **2 Actions** on their turn. The actions can be any 2 of the following list (Performing same action twice is allowed):

1. Move
2. Evade (only if it's optional)
3. Combat (only if it's optional)
4. Using Active Skill Cards
5. Using Armory or First Aid Room

*Note: Doing mandatory actions (such as mandatory combat or evade) is not counted as a player's action.*

Each of these actions are explained below.

### Move

Players can always move to rooms adjacent to them in horizontal or vertical direction (Right, left, up and down). There are some restrictions to Moving that are explained here:

1. If the path is blocked (by a wall or inaccessible rooms) the players cannot move to that direction.
  - a. Vault is an inaccessible room before the players obtain all the keycards.
2. Players cannot move back to the same tile they came from in the same turn. For example, if a player moves from Lobby to Armory in their first Action, they are not allowed to go back to Lobby as their section Action. They will be allowed to go back to Lobby in their next turn (provided the path still be accessible).
3. If players are in a room with active guards, they can only Move if they successfully Evade. For Evading, read the "Evade" section below.
4. If players move into a room with guards, they will have to engage into **Mandatory Combat**. For Combat rules, read the "Combat" section below.

### Combat

Combat takes place as Mandatory and an Action choice. Mandatory Combat happens when:

1. Players enter a room with **active guards**.
2. Players fail at an (non-Mandatory) Evade.

In case of a Mandatory Combat, players will not lose an Action.

In scenarios where players are already in a room with active guards (having been there since last round, or guards have moved to their room during the previous round), players have the choice to perform Combat as an Action.

In either Mandatory or Action Combat, players must follow the following steps:

1. Throw a die. If you it's **2 or higher**, use an Explosive or Disruptive bullet to hit the first guard. Rules for Explosive and Disruptive bullet is explained below in the "Bullets" section.
2. In case there is a second active guard, throw another die. If it's **4 or higher**, use an Explosive or Disruptive bullet to hit the second guard.
3. In case there is a third active guard, throw another die. If it's **6**, use a Explosive or Disruptive bullet to hit the third guard.
4. After These 3 steps are over, this Combat phase is finished and the player turn continues (or comes to an end depending on how many Actions they have left).

While in Combat, keep the following rules and exception in mind:

1. If there are guards with keycard, those guard will always be considered the first guards in Combat, therefore requiring the lower dice.
  - a. If you miss your chance on defeating a keycard holding guard, you **cannot** obtain that keycard in the current Combat and have to move on to next guards. You will have the chance to perform another Combat in later Actions or turns and achieve the keycard.
2. In case you do not get a sufficient die in any of the steps above, lose one HP and move on to the next guard. For example, if you failed to throw a 2 or higher on the first guard, lose one HP. Then you will need a 4 or Higher to defeat the next guard and so on.
3. In case there are more than 3 active guards in the room, you are unable to combat them and you will lose one HP per additional active guard. For example, if there are 5 guards in the room and you have successfully defeated 3 of them following the above steps, you will then lose a total of 2HP for the additional 2 active guards that you cannot fight.
4. If you run out of HP, you die and will lose your turn. Depending on the Skill Cards other players hold, they might be able to revive you. Your dead body will remain in the board.
5. If your turn is over and there are still active guards in the room, you will have to throw a Mandatory Evade after every other player's turn. The rules are explained in "Evade" and "Mandatory Evade" sections below.
6. Depending on the Skill Cards you are holding, these rules might change or be affected. For example, A player holding the "Fast Hand" skill card will be able to throw a total of 4 dice and fight a total of 4 guards, or a player holding the "Cheater" skill card will be able to re-roll a die. For more possible changes, refer to the skill cards you are holding.

## Evade

When players are in a room with active guards, they are still allowed to move out the room **after** they have done their Mandatory Combat. To Evade, follow these steps:

1. Throw a die. If the number on the die is bigger than the number of active guards in the room + 1, you can Move. For example, if there are 3 active guards in the room, you must throw 4 or higher to Move.
  - a. Your move here will not count as an Action and you have only used one Evade action.
2. In case you threw an insufficient die, you will have to engage in **Mandatory Combat**. For Combat rules, read the "Combat" section below.

## Mandatory Evade

When players finish a turn in a room with Active guards, they will have to perform a Mandatory Evade **at the end** of every other player's turn, as long as the active guards are still in the room.

To perform a Mandatory Evade, you follow the rooms of Evade with the following exceptions:

1. In case of an insufficient die, you will not engage in combat, but instead lose 1 HP for every active guard in the room. For example, in case there are 3 active guards in the room and the die is lower than 4, you will lose 3 HP.
2. In case of a sufficient die, you will not lose HP, but you are not allowed to Move since it is not your turn. You will be allowed to Move if you manage to perform a successful Evade during your own turn.

### Active Skill Cards

Players can use the Active skill cards that they are holding as one of their actions. To use your Active skill cards, read the instructions on the cards.

### Armory or First Aid Room

Armory and First Aid Room are two special rooms that players can use to restock their ammunition or their health. When a player is inside these rooms, they can use the specialty of these rooms as an Action. To do so you must follow these steps:

1. If you are in Armory, restock your ammunition.
  - a. Normally, you would restock up to 3 Explosive and 3 Disruptive bullets.
    - i. In case you are holding a skill card that affects these numbers (1-Man-Army) and allows you to have more bullets, then restock to the fullest as defined by this card.
2. If you are in First Aid Room, restock your health.
  - a. Normally, you would restock up to 5 HP.
    - i. In case you are holding a skill card that affects this number (Tank) and allows you to have more HP, then restock to the fullest as defined by this card.
3. Spawn 2 guards in Security Room as a consequence of using the room.
4. After use, the room you have just used will be disabled for 3 rounds.

This concludes player Actions. After every player has played their turn, then one round has concluded and therefore it will be game's time to play one turn!

### Game's Turn

Game's Turn is when the game reacts to player's actions and payback with consequences and also takes a move of itself. The game's turn is included of 4 steps that **must** be performed in the order mentioned here:

1. Lower Counters
2. Play Event Card
3. Spawn guards
4. Randomize guards from Security Room

Each of these steps have rules that are explained below. After finishing game's turn, players will take their turns in the same order as before and the game continues until the players are victorious or all the players are defeated.

### Lower Counters

If there are any counters on the board (for shut down guards, inaccessible rooms or unusable special rooms), each counter will lose one count. If a counter reached 0, the following rules apply:

1. If the counter was for a shut down guard, then the guard gets back up as an active guard and Raises the Alarm. For raising the alarm, follow the "Raising Alarm" section above.

2. If the counter was for an inaccessible room, then the room becomes accessible again.
3. If the counter is for unusable special room, the room will be usable again.

### Event Cards

Event cards are the games unique actions. To play an Event Card, just pick one from the top of the stack and perform the action as mentioned in them. There are 4 types of Event Cards:

1. Move
2. Disaster
3. Reinforcements
4. Relief

Depending on which type of card you have picked, follow the rules as explained below.

After finishing with the card, put the card away.

### Move Cards

Move Cards are a type of Event Cards that move the guards around. Players should follow the instruction on the card while having the following rules in mind:

1. Only active guards are affected by move cards.
2. In the case there are less active guards in a room than mentioned in the Move card, just move as many active guards as available.
3. In the case there are more active guards in a room than mentioned in the Move card, the priority of movement is with the guards holding a Keycard.
4. If a guard is moved to a room where there is a body (dead or shut down), Raise an Alarm. For Raising the Alarm, follow the "Raising Alarm" section above.
5. If the move action was not possible (due to no guards being available in the source room, the destination room being full or inaccessible), the action is ignored.

### Disaster Cards

Disaster cards are self-explanatory. Follow the rules as mentioned on the card. In case a card mentioned use of Randomizers, follow the rules in "Randomization" section above.

### Reinforcements Cards

Reinforcements Cards always move the guards from Security room to another room. Players should follow the instruction on the card while having the following rules in mind:

1. Only active guards are affected by reinforcements cards.
2. In the case there are fewer active guards in Security Room than mentioned in the Reinforcements card, just move as many active guards as available.
3. Guards that are moved with Reinforcements Cards, do **not** raise an alarm.
4. If moving the guards to the destination room was not possible (due to no guards being available in the source room or the destination room being full or inaccessible), the action is ignored.

### Relief Cards

Relief Cards are rare and play in player's favor. They are self-explanatory. Follow the rules as mentioned on the card.

### Spawn Guards

During every game's turn, there should be one new guard added to the Security Room, unless one of the following exceptions are true:



1. Do not add a guard to the Security Room if a Reinforcements Card is played and at least one guard has moved out of Security Room.
2. Do not add a guard to the Security Room if a relief card has played.
3. Do not add a guard to the Security Room if the room is full.

#### Randomize Guards from Security Room

This action is only performed if there are **6 or more** guards in the Security Room by the time this step is reached. If this is one of those cases, use a randomizer card to move all the guards out of Security Room. To do so, follow the “Randomization” section above.